

## CLAIMS

1. A computer program product, tangibly embodied in an information carrier, the computer program product being operable to cause data processing apparatus to perform operations comprising:

5           displaying a transaction screen containing data for a transaction;  
          waiting to receive user input to the transaction screen; and  
          automatically refreshing the screen with updated data if user input is not received  
within a pre-determined period of time.

10           2. The product of claim 1, wherein refreshing the screen if user input is not received within a  
pre-determined period of time comprises:

          starting a timer that times out after a pre-determined period of time has lapsed;  
          once the timer times out, simulating user input requesting that the screen be refreshed;  
and  
          refreshing the screen with updated data in response to the simulated user input.

15           3. The product of claim 2, wherein:

          the data processing apparatus includes a client and a server;  
          displaying a transaction screen is performed by the client; and  
          simulating user input is performed by the server.

20           4. The product of claim 3, wherein the server is a transaction processing application whose  
execution involves multiple phases including:

          a first phase that involves displaying a transaction screen;  
          a second phase that involves waiting for user interaction with the transaction screen;  
and  
          a third phase that involves processing user interaction with the transaction screen.

5. A method comprising:

displaying a transaction screen containing data for a transaction;  
waiting to receive user input to the transaction screen; and  
automatically refreshing the screen with updated data if user input is not received  
5 within a pre-determined period of time.

6. The method of claim 5, wherein refreshing the screen if user input is not received within a pre-determined period of time comprises:

starting a timer that times out after a pre-determined period of time has lapsed;  
once the timer times out, simulating user input requesting that the screen be refreshed;  
10 and  
refreshing the screen with updated data in response to the simulated user input.

7. The method of claim 5, wherein:

displaying a transaction screen is performed by a client; and  
simulating user input is performed by a server.

15 8. The method of claim 7, wherein the server is a transaction processing application whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;  
a second phase that involves waiting for user interaction with the transaction screen;  
and  
20 a third phase that involves processing user interaction with the transaction screen.

9. An apparatus comprising:

means for displaying a transaction screen containing data for a transaction;  
means for waiting to receive user input to the transaction screen; and  
means for automatically refreshing the screen with updated data if user input is not  
25 received within a pre-determined period of time.

10. The apparatus of claim 9, wherein the means for refreshing the screen if user input is not received within a pre-determined period of time comprises:

means for starting a timer that times out after a pre-determined period of time has lapsed;

5 means for, once the timer times out, simulating user input requesting that the screen be refreshed; and

means for refreshing the screen with updated data in response to the simulated user input.

11. The apparatus of claim 9, further comprising a server and a client and wherein:

10 the means for displaying a transaction screen is part of the client; and  
the means for simulating user input is part of the server.

12. The apparatus of claim 11, wherein the server is a transaction processing system whose execution involves multiple phases including:

a first phase that involves displaying a transaction screen;

15 a second phase that involves waiting for user interaction with the transaction screen; and

a third phase that involves processing user interaction with the transaction screen.